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#### ABSTRACT

This self-instructional program, designed to teach 83 basic signs, includes a user's quide, a videotape, and an interactive videodisc. The program is intended to teach common phrases and sentences, but can also be used to illustrate selected grammatical features of English as part of a language arts program for deaf children. The interactive component is intended to provide visual demonstrations of signing in full motion, repeated practice through the interactive computer program, and continuing confirming or corrective feedback. Although most of the signs are from the lexicon of American Sign Language, video sequences set in natural environments present fluent signers communicating the phrases using a modified form of Signed English. The orientation videotape incorporates an overview of the program and presents a vignette designed to help hearing individuals perceive a deaf child's world. After an overview, the user's guide provides instructions for: (1) setting up the system; (2) starting up, playing, and shutting down; (3) operating the program; and (4) classroom set-up. Appended are The Signing Performance Checklist and instructions for its administration. (DB)

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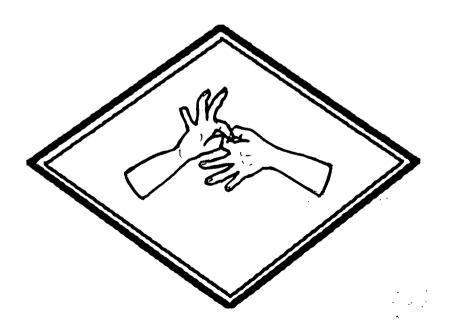
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## User's Guide

for

# THE SIGN CONNECTION



Funded by USDE Grant #H780P80023





### User's Guide

for

# **THE SIGN CONNECTION**

An Interactive Videodisc instructional program for deaf children and their hearing associates. Designed to teach selected signed phrases and language patterns.

Produced by:

Castelle Gentry Richard McLeod David Stewart

Michigan State University

Funding for this project was provided by USDE, Grant #H180P80023, and MSU.



#### The Sign Connection

#### **USER'S GUIDE**

#### I. Overview

This self-instructional program has two major purposes. First, it is designed to teach 83 basic signs that will enable learners to sign a number of common phrases and sentences. Second, the program uses signs to illustrate selected grammatical features of English that can be used as part of a language arts program for deaf children. To enhance the expression of signs, a number of linguistic features derived from American Sign Language (e.g., verb directionality, nonmanual characteristics) are demonstrated. The program focuses on a learner population consisting of students in the sixth through eighth grade but is suitable for older students and adults.

#### What kind of signs are taught?

The majority of the signs used in this program are taken from the lexicon of American Sign Language (ASL), the widely-used language of the Deaf community. The grammar of ASL is complex and may take many years to learn. Future plans at Michigan State University include the development of a series of videodiscs to teach ASL. This project presents signs in English word order, eliminating the need for students to learn a new language. Instead, it requires that students learn ASL vocabulary, a few English-based signs, and acquire additional signing skills related to the production of non-manual signing; characteristics that enhance the meaning of signed phrases. The resultant type of signing, a modified form of Signed English, is currently being used in a model Total Communication educational program for deaf children in Lansing and in several other programs throughout Michigan.

What is interactive video? Interactive videodisc instructional systems have been under development for several years but only recently has their ease of use and cost been improved to the point where school implementation is practical.

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Interactive video is usually defined as a powerful, user-controlled, instructional technology, whose component parts are: a microcomputer, a videodisc player, and a program interface that connects them and allows computer control of the visual and audiotory segments of a lesson.

Interactive video creates a unique type of instructional partnership between the learner and two component technologies: computer and video. In the past, computer-assisted instruction has been used effectively in learning situations to branch and manage information according to an individual user's needs and learning style, but has been criticized for its text-oriented, less-than-exciting format. At the same time video-assisted instruction, which has been used as a tool to teach sports, has been praised for its realistic, vivid images but criticized for its linear format and passive learning mode.

Interactive video programs combine the best qualities of both technologies; the computer's power to branch and manage instruction, and with video's power to transmit information in appealing formats. The learner, is provided the opportunity to branch to a section of the instructional package, to proceed at his or her own pace, and to select among options to move forward and backward, review, take a test, or receive immediate feedback.

The advantages of interactive video as an instructional technology lies in its ability to adapt to the dynamic needs, learning styles, and goals of learners during their initial viewing and through multiple interactions with the program. The interactive capacity of the Sign Connection Instructional Program provides:

- \*visual demonstrations of signing in full motion, and in real and instructional situations.
- \*repeated practice through the interactive computer program
- \*continuing confirming or corrective feedback to the learner; and
- \*avoidance of inherent problems found in other selfinstructional strategies for teaching signs such as the inability to adjust to individual differences.

The target audience for the Sign Connection interactive videodisc instructional program includes deaf children and their



hearing associates. The instruction can be taken at home, in school, or in health services and other community environments. Deaf students will use the program as a means of linking common English phrases with situation-specific cues. Hearing individuals will benefit most by using Sign Connection as a means of learning to sign common phrases in a modified form of Signed English.

In summary, the instructional program content focuses on enabling learners to sign common phrases associated with the home, school, medical, and play settings. Video sequences set in these environments present fluent signers communicating the phrases using a modified form of Signed English. The computer program of this interactive videodisc is matched with video images to provide the learner with instructional assistance and evaluation options.

<u>Unique features</u> The instructional design of The Sign Connection includes the following features:

- \*Signs are presented in a grammatically correct English word order.
- \*A format of functional phrases for interpersonal interaction is used rather than dictionary-type or categorical referencing.
- \*The target audience includes hearing individuals who form a deaf person's interpersonal communication links as active learners in a mainstream setting.
- \*The capacity to be adapted to a wide, range of settings: home, classroom, community environment, health service, or other.
- \*Diverse learner populations can benefit from the same instructional package.

Program objectives The terminal objective for learner interaction with the videodisc instructional program, is that they acquire the capability to interpret and respond appropriately to words and sentences presented in signs. Following are the major objectives relating to the program component designed to teach signs:

1. <u>Sign recognition</u>: students will be able to recognize 83 signs either in isolation, or when they are embedded in sentences.



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- 2. <u>Sign production</u>: students will be able to correctly produce 83 signs in isolation and in sentences.
- 3. <u>Signed sentence comprehension</u>: students will be able to correctly identify 30 signed sentences.

Program Introduction - The Orientation Videotape An Orientation videotape is included in the instructional package that provides information similar to that presented in this guide. It is recommended that the learner view the videotape prior to using the program. The Orientation videotape incorporates an overview of the Sign Connection program and presents a short vignette designed to help hearing individuals perceive a deaf child's world. The vignette supplies an initial motivator to induce hearing students to learn signing through the videodisc medium. The videotape also provides directions on how to learn through this interactive videodisc system and is an effective and efficient way to introduce your learners to the options for moving among the menus available on the videodisc.

#### II. Setting Up the System

<u>System Components</u> The components of a Level II interactive video system include: a videodisc player, a video monitor, a remote control, and the interactive videodisc program. There are several levels of interactive videodisc hardware systems. The Sign Connection program is designed as a Level II System. Level II systems use a videodisc player that has a built-in microprocessor, rather than using a separate personal computer to control the The major brands of Level II videodisc players differ somewhat from each other, but their hook-up is very similar. program requires a Level II Pioneer videodisc player. shown in Figure 1 is the Pioneer LD-V 6000 videodisc player. video monitor component of the system requires ports for receiving visual and audio information and there are a range of different The monitor demonstrated in Figure 1 is the monitors available. Panasonic CT-1330M.



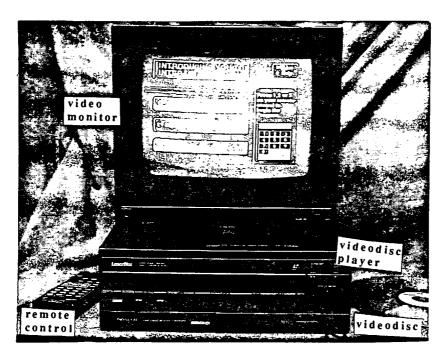


Figure 1: Front view of videodisc hardware

The system hardware components shown in Figure 1 are easily connected, given the necessary cables. Figure 2 diagrams the player and monitor from a rear view.

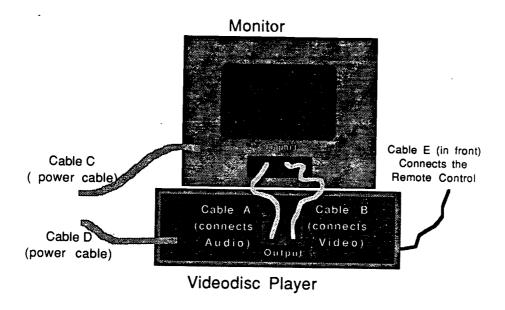


Figure 2: Rear view of videodisc hardware

The components are connected as follows:

- \*Connect Cable A, from the Audio-out connection on the disc player, to the Audio-in connection on the monitor.
- \*Connect Cable B, from the Video-out port on the player, to the Video-in port of the monitor.
- \*Connect Cable C, the power cable for the Monitor.
- \*Connect Cable D, the power cable for the player.
- \*Connect Cable E, from the player to the remote control.

Figure 3 displays the different cable connector ends and the videodisc and monitor ports they are connected to. The two most widely-used types of connector ends are the standard RCA plug which just pushes in, or the BNC connector which must be pushed on and turned clockwise to a locked position.

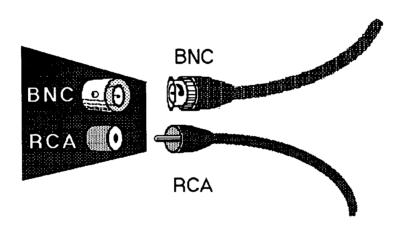


Figure 3: Cable connector ends.

For those in organizations who do not have a videodisc player, who would like to use the Sign Connection disc, you may want to consider the purchase of a device that will enable less expensive videodisc players (e.g., Pioneer LD-V4200, or Pioneer LD-V2200) to behave like a Level II player. This device is called the INKPAD Controller. We found it very cost-effective for this purpose. For more



information on the INKPAD, you can contact Dr. Gary Giddings at Video Image Presentation Systems, at 25062 Linda Vista, Laguna Hills, CA 92653.

### III. Starting UP, Playing, and Shutting Down

<u>Steps</u> After setting the system up according to the directions in the previous section, it may be turned on, played, and shut down by following these steps:

- 1. turn on the videodisc player and video monitor, by pressing the power buttons on each
- 2. press the reject button on the videodisc player, to access the videodisc tray
- 3. place the videodisc in the tray with the side of the disc to be played, facing down
- 4. gently push the tray into the videodisc player
- 5. press the CLR/Halt and Run/Branch buttons on the remote control to begin the program
- 6. to progress through the program, enter your selections from the numbered buttons shown on the video monitor screen, by pressing the same numbered button on the remote control
  - 7. to quit, select the "Help" option (located on each menu), and then choose Exit Program
  - 8. press the Reject button on the videodisc player to make the videodisc tray slide out
  - 9. remove the videodisc and place it in its envelope for protection
  - 10. push the videodisc tray closed



11. press the power buttons on the video monitor and the videodisc player to turn the hardware off.

#### IV. Operating The Sign Connection Program:

<u>Using the remote control</u> The program's remote control is similar to the remote control you use with your television or videotape player at home, except that numbered buttons on the pad correspond to selections that appear on the video monitor screen (see Figure 4). Making and entering selections requires only that you press the button that corresponds with the number on the screen to tell the program what you want to do next, or, how you want to respond to any presented questions.

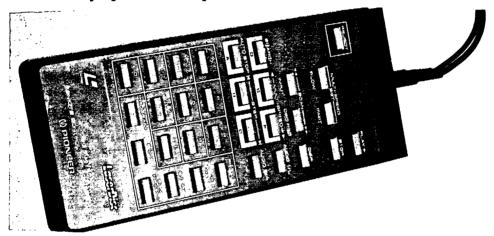


Figure 4: Remote control

Moving from menu to menu. A good analogy to keep in mind when thinking about menus, is to compare them to the zoom lens on your camera at home. With a zoom lens you start with a wide-angle view and "zoom in" to focus on specific areas. Menus are organized to permit learners to examine a wide range of program areas, going from the general, to the specific, and back as they procede through the program. Menus enable learners to maneuver within the program based on their preferences.

The menu sequence used in **Sign Connection** presents the learner with an introduction and an initial menu (see Figure 5) from which to select options.





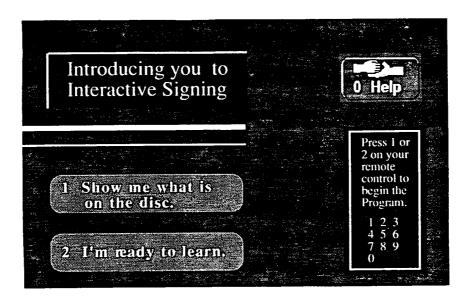


Figure 5: Initial option menu

The Tour Menu (see Figure 7 on the next page) provides learners with the option of going to an introductory module that explains the elements of the program, or, they can choose the Main Menu to begin a specific instructional module (see Figure 6).



Figure 6: Main Menu

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Selections made in either of these menus are equivalent to "zooming in" for a closer look at the specified content. For example, within the Home Module or What is Help menus it's possible to "zoom in" even further to view their individual selections. The Home Module Menu (see Figure 7) allows the learner to view the content first in sentence pairs, then in individual sentences, and finally at the individual word level.

It is always possible to back out of a series of menu choices by selecting "Go Back" until you eventually return to the originating "wide-angle" menu.

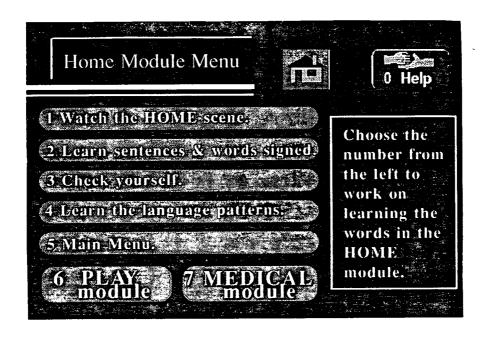


Figure 7: Home Module Menu

<u>Tour of the Disc</u>. At the initial program menu the teacher and/or the student may choose to view the <u>Tour This Disc</u> Menu to obtain a quick overview of the interactive vieodisc contents and get an initial familiarization and understanding of the major options. Figure 8 displays the available menu options.



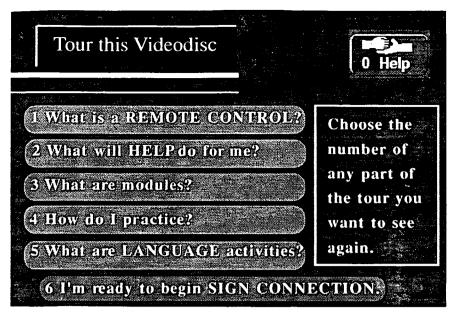


Figure 8: Tour Menu

#### V. Classroom Set-up:

<u>Physical set-up.</u> The equipment required to set up and operate The Sign Connection takes little space. However, certain factors should be kept in mind when selecting the work area, including:

- \*The system should not be placed where sun glare on the screen will interfere with image visibility.
- \*Check power supply availability beforehand to avoid having to use extension cords.
- \*Keep the system away from direct heat sources.

<u>Student configurations.</u> This learning package has been designed to accommodate the following learner configurations:

- individual learners
- pairs of hearing learners
- pairs of deaf learners
  - mixed pairs of hearing and deaf learners
  - combinations of three learners

Besides for the classroom, these learner configurations (Figures 9, 10,



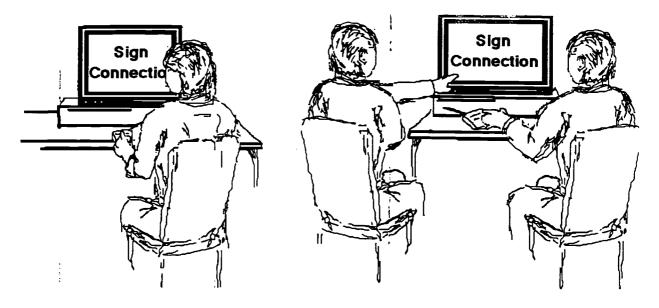


Figure 9: individual

Figure 10: Combinations of pairs

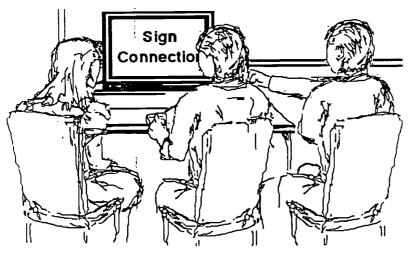


Figure 11: Combinations of three learners

and11) can also occur at home (Figure 12), in the library (Figure 13), or for that matter in any public service center.

Interactive programs provide individual learners with the type of one-on-one instruction usually available only from a tutor. Pairs of learners receive the benefits of this kind of one-on-one instruction and also receive additional feedback and input from practicing and processing the signs together.





Figure 12: Home

Figure 13: Library

<u>Performance checklist.</u> A performance checklist master is available in Appendix 2. This checklist can be duplicated by the teacher for students to use when testing each other for correct sign execution and understanding.

Either the teacher or one member of a student pair may use the checklist to determine the correctness of the signing skill of the performer. The checklist includes an alphabetized list of photos depicting correct signing and the specific rules. More detailed directions are provided with the checklist in Appendix 2. It is recommended that the checklist be used for two major activities:

- \* student practice
- \*for you (the teacher), to assess whether the student has successfully learned to sign a particular word or sentence.

The items included in the Performance Checklist, test for learner ability to sign a word or sentence. There are many additional test items distributed throughout the disc that learners are asked to respond to, that provide them with feedback regarding how well



they understood what was being taught, and their ability to understand the signing of others.

Communication. On a social level the Sign Connection opens up lines of communication between hearing and deaf students. vignette is presented in the Orientation Videotape, accompanying the videodisc, that depicts a hearing child, Duane, who dreams of waking up in a world where everyone but him signs, and in a world, therefore, where he is unable to understand anyone. Duane experiences the natural frustrations emanating from such a condition. Our collective efforts are aimed at achieving an understanding of the communication environment of deaf individuals and ways to facilitate greater access for those who rely on signs for communicating with others. It is hoped that education will foster the conditions that will enable hearing and deaf individuals to communicate effectively. The instruction provided through the Sign Connection contributes to that goal.

For further information about the Sign Connection Videodisc program, contact:

Director of Marketing Instructional Media Center Division of Marketing Michigan State University East Lansing, MI 48824



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#### VI. Appendicies

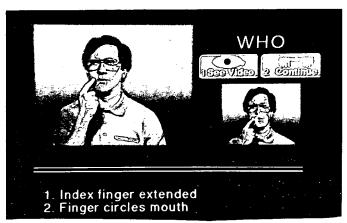
#### Appendix 1: Performance Checklist Directions

#### Directions for using Signing Performance Checklist

The performance checklist is used to evaluate a learner's skill in fingerspelling letters, words, and in signing complete sentences. It uses the same pictures and criteria, or rules, that are presented in the videodisc lesson.

An evaluator using the checklist would ask a learner to "Please sign The blank space in the direction would be filled in with the particular letter, word, or sentence to be signed.

For example, the picture in Test Item 85 of the Signing Performance Checklist (presented below) demonstrates how to sign "Who." Included in the picture are the two criteria or rules for signing "Who" correctly:



At the bottom of each picture are spaces for the evaluator to indicate whether the learner has signed a letter, word, or sentence according to the rules listed in the picture or not. In the example just mentioned, it looks like this:

1. \_\_\_\_, 2. \_\_\_\_

If the learner had met rule 1 Satisfactorily, the evaluator would write in an "S" in the space after 1, if on the other hand rule 2 was



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met Unsatisfactorily, then the evaluator would write a "U," as indicated below:

We recommend that you consider using the Signing Performance Checklist in three ways:

- 1. As a quick reference for you the teacher.
- 2. As a check used by learners during Signing practice
- 3. As a tool for you to determine the degree to which learners have met the program objectives.

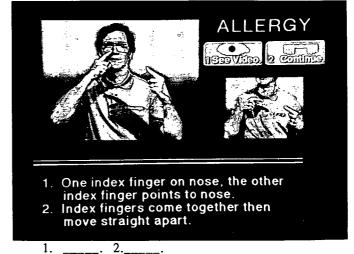
Appendix 2: Performance Checklist Master

	Signing Performan	nce Checklist
Learner: Evaluator: Date: Items Missed:		
test item, mark "S" for		e blank space under the picture of each and "U", for each rule missed. Begin
"Please sign(lett	ter, word, or sentence from	m program)"
in the space at the top any rules missed for th satisfactorily, but not rule were missed, you would ltems Missed:	of this sheet: the test item te item. For example, if if it is the item of the	mat to write the missed test item number number followed by a dash, followed by in test item 14, the learner met rule 1 e in 14-2. If all three rules for item 30
after each item, and to	repeat as needed.	t is helpful to give feedback to the learner the data above, describe the
procedure to the le	earner, and begin by	
Test Item 1		Test Item 2
1. Fingerspell "A". 2. Hand moves sligh	A Treaview 2 Continua	ALL RIGHT  1. Side of right hand touches palm of left. 2. Right hand moves up left palm twice.
1 2		1 2

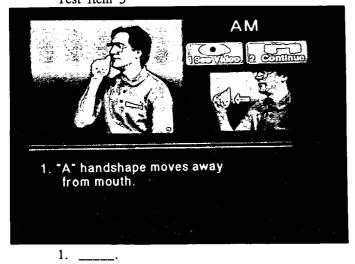
1. One index finger on nose, the other index finger points to nose.
2. Index fingers come together then move straight apart.
3. Either hand changes to "C" handshape.

1. \_\_\_\_. 2.\_\_\_. 3.\_\_\_.

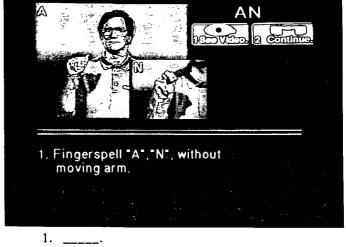
Test Item 4



Test Item 5

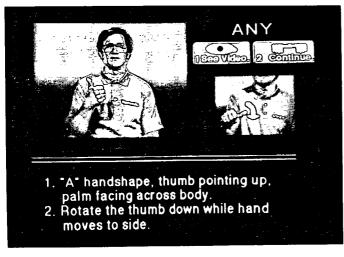


Test Item 6

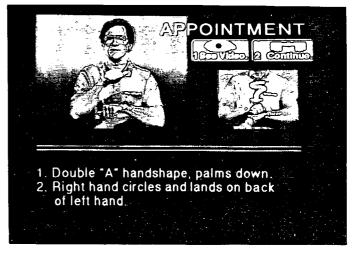


Test Item 7

1. \_\_\_\_\_. 2.\_\_\_\_.



Test Item 8



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1 - 2

1. \_\_\_\_\_. 2.\_\_\_\_.

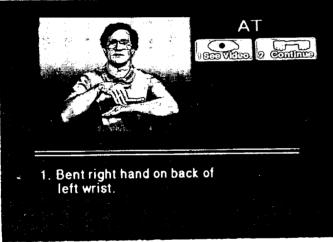
Test Item 9 ARE 1. "R" handshape moves away from mouth.

**ASPIRIN** 1. Sign "PILL".
2. Fingerspell "A", "S", "P", "I", "R", "I", "N", without moving arm.

1. \_\_\_\_\_. 2.\_\_\_\_.

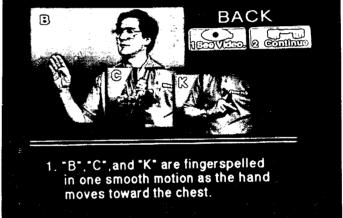
Test Item 11

1. \_\_\_\_\_



Test Item 12

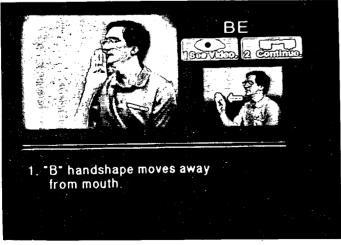
Test Item 10



1. \_\_\_\_\_

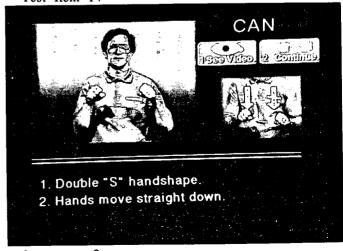
Test Item 13

1. \_\_\_\_\_



1. \_\_\_\_\_

Test Item 14

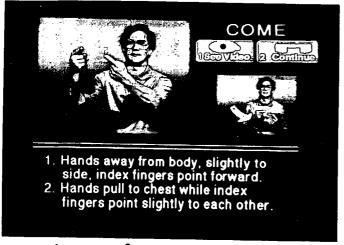


1. \_\_\_\_. 2.\_\_\_\_



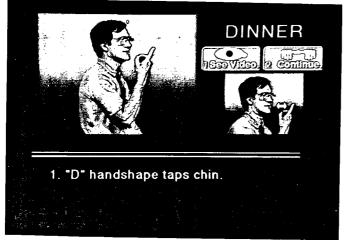
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Test Item 15



1. \_\_\_\_\_. 2.\_\_\_\_.

Test Item 17



Test Item 19

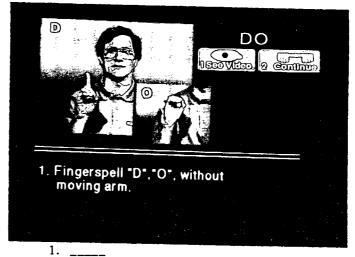


1. \_\_\_\_\_. 2.\_\_\_\_.

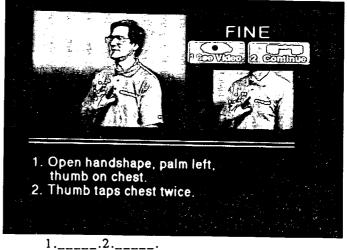
Test Item 16



Test Item 18

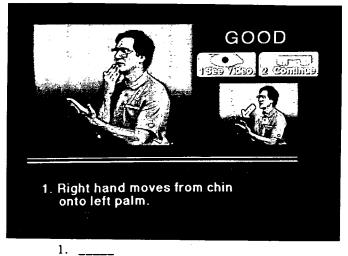


Test Item 20





Test Item 21

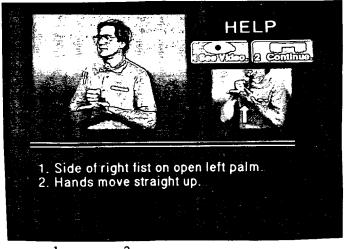


Test Item 23



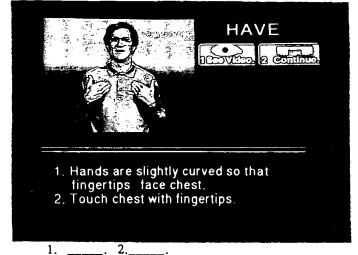
1. \_\_\_\_\_. 2.\_\_\_\_.

Test Item 25



1. \_\_\_\_\_. 2.\_\_\_\_.

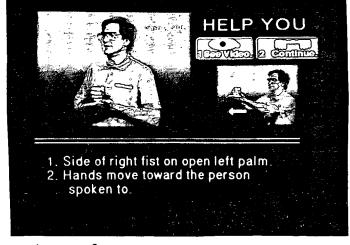
Test Item 22



Test Item 24



Test Item 26

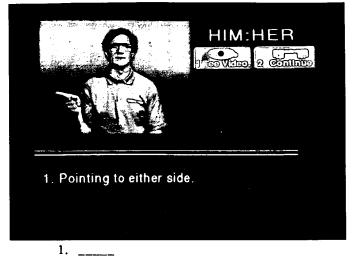


1.\_\_\_\_.2.\_\_\_.

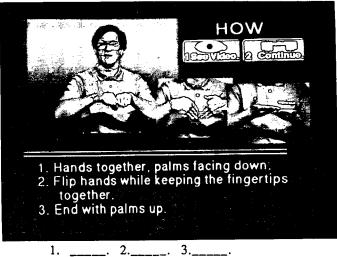


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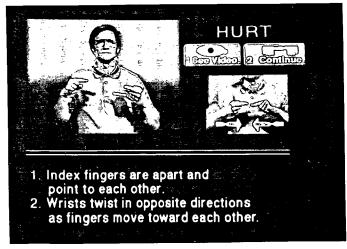
Test Item 27



Test Item 29

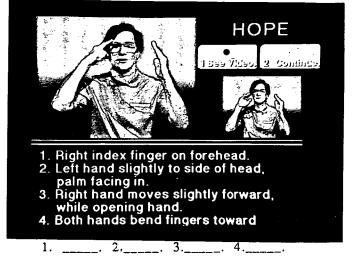


Test Item 31

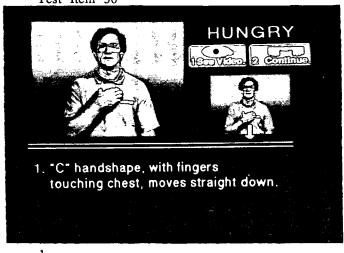


1. \_\_\_\_\_. 2.\_\_\_\_.

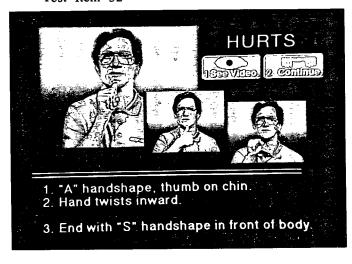
Test Item 28



Test Item 30



Test Item 32

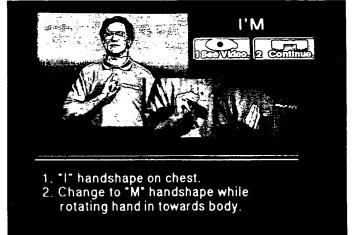


1. \_\_\_\_\_. 2.\_\_\_\_. 3.\_\_\_\_.



Test Item 33

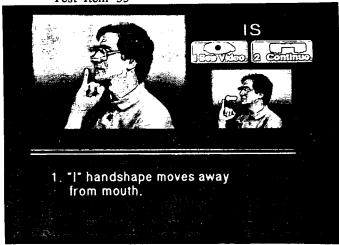
Test Item 34



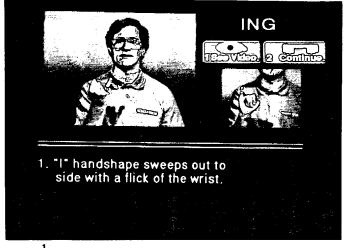
1. \_\_\_\_\_. 2.\_\_\_\_.



1. \_\_\_\_\_.



Test Item 36

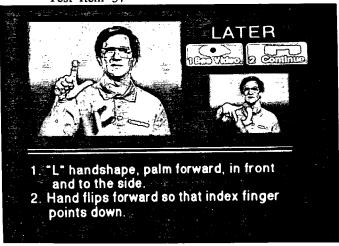


1. \_\_\_\_.

Test Item 38

Test Item 37

1. \_\_\_\_\_. 2.\_\_\_\_.



LINDA

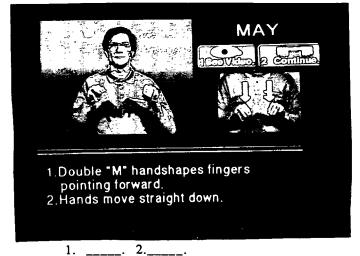
Served 2 Company

A

1. Fingerspell "L", "I", "N", "D", "A".

1.\_\_\_\_.

Test Item 39



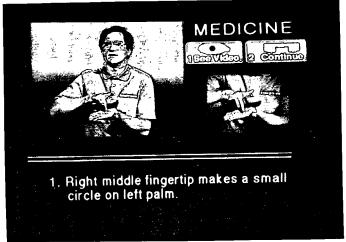
ME SVE 2 SIRE

1. Index finger points to chest.

1. \_\_\_\_.

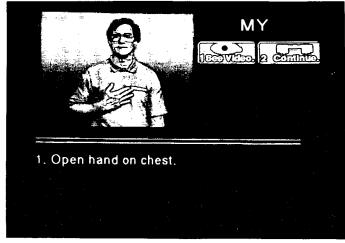
1. \_\_\_\_\_.

Test Item 41



Test Item 42

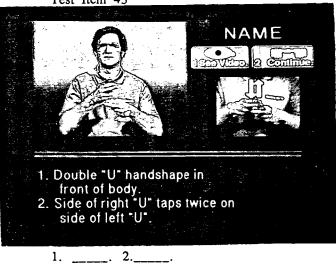
Test Item 40



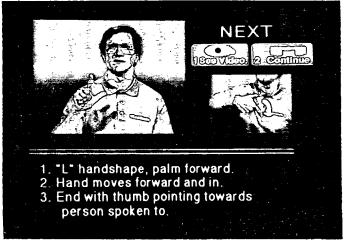
1. \_\_\_\_\_.

Test Item 43

1. \_\_\_\_\_.



Test Item 44



1. \_\_\_\_\_. 2.\_\_\_\_. 3. \_\_\_\_\_.

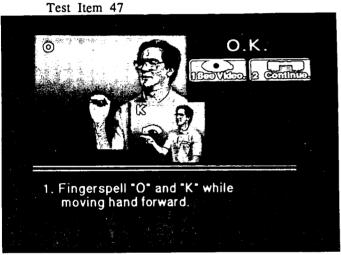


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Test Item 45 NO Index and middle fingers are extended and held apart from thumb. 2. Fingers meet thumb in two quick taps.

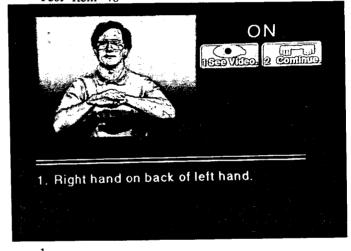
NOW 1. Double "Y" handshape, palms turned up. 2. Hands move straight down. 1. \_\_\_\_\_. 2.\_\_\_\_.

1. \_\_\_\_\_. 2.\_\_\_\_.



Test Item 48

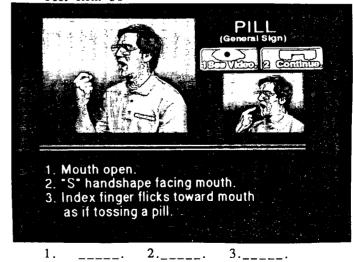
Test Item 46



Test Item 49



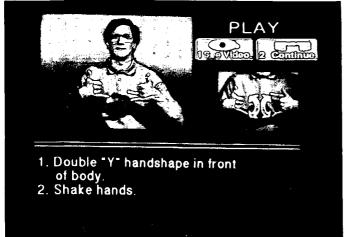
Test Item 50



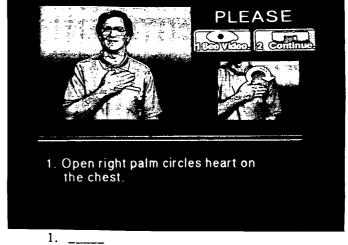


1 - 9

Test Item 51

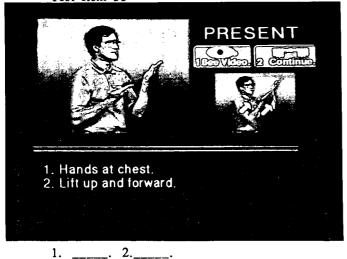


Test Item 52

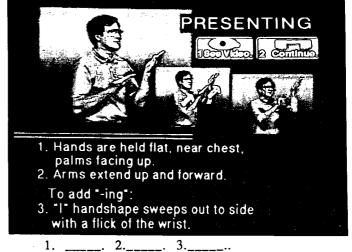


1. \_\_\_\_\_. 2.\_\_\_\_.

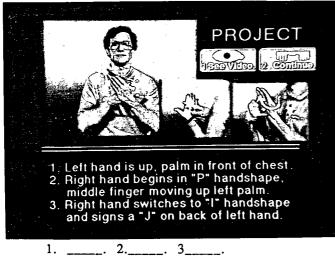
Test Item 53



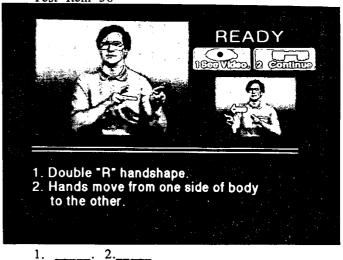
Test Item 54



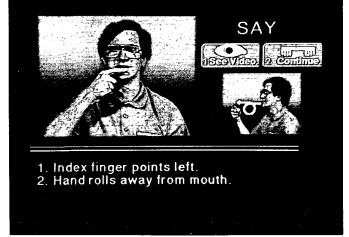




Test Item 56

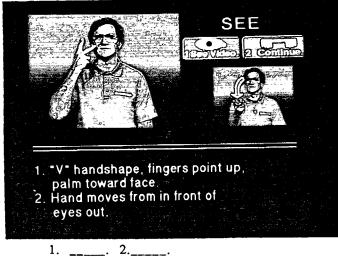


Test Item 57

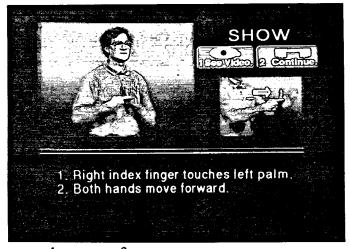


1. \_\_\_\_\_. 2.\_\_\_\_.



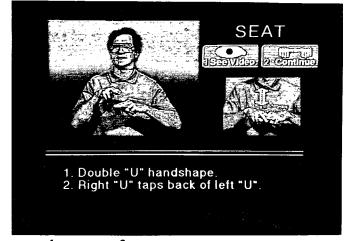


Test Item 61



1. \_\_\_\_\_. 2.\_\_\_\_.

Test Item 58



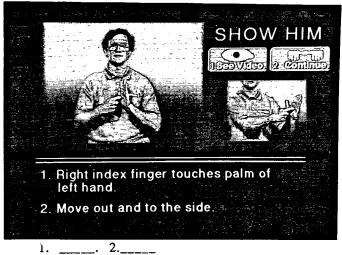
1. \_\_\_\_\_. 2.\_\_\_\_.

Test Item 60



1. \_\_\_\_\_. 2.\_\_\_\_.

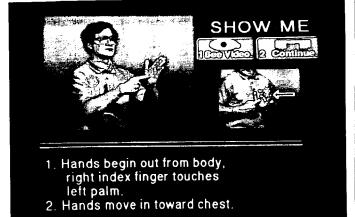
Test Item 62





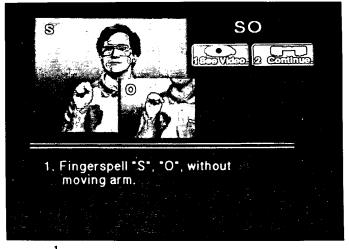
1 - 1 1

Test Item 63

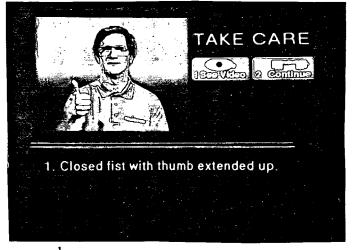


1. \_\_\_\_\_. 2.\_\_\_\_.

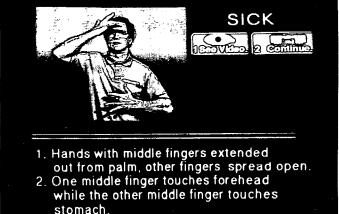
Test Item 65



Test Item 67

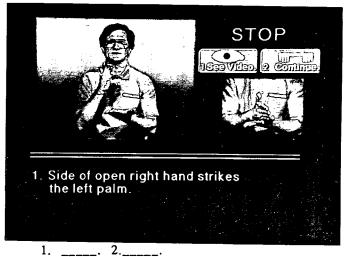


Test Item 64



1. \_\_\_\_\_. 2.\_\_\_\_.

Test Item 66



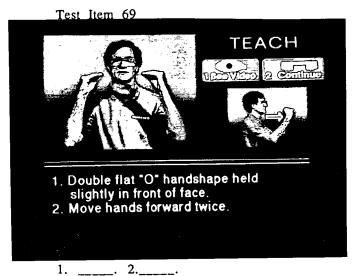
Test Item 68

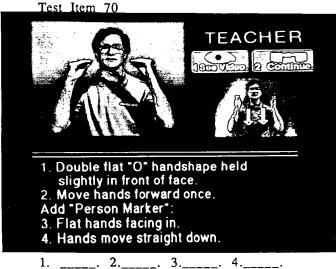


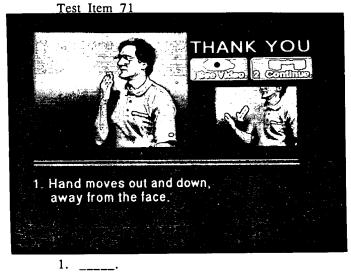
1. \_\_\_\_\_

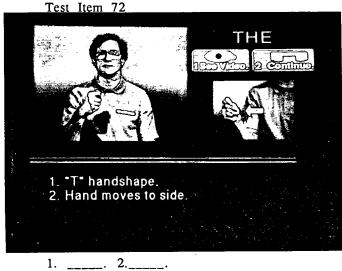


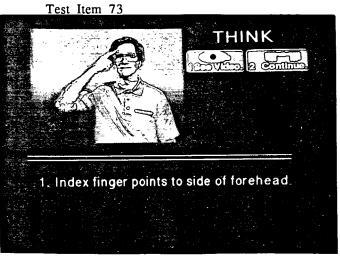
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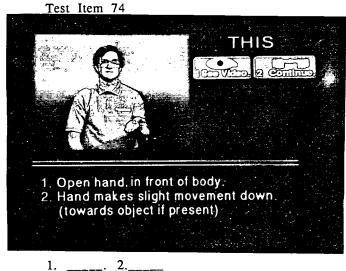








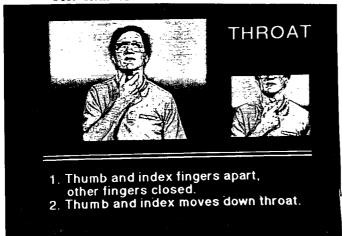




1. \_\_\_\_\_.

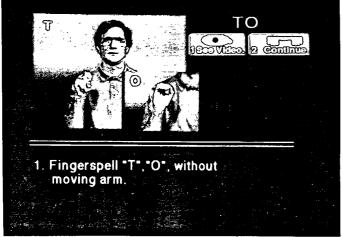
1-13

Test Item 75

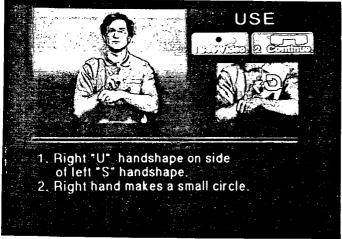


1. \_\_\_\_\_. 2.\_\_\_\_.

Test Item 77

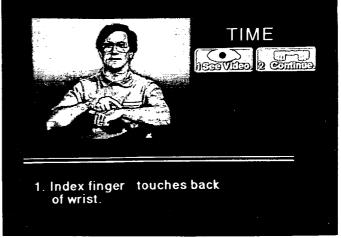






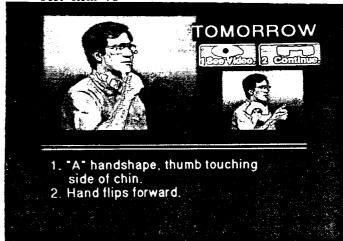
1. \_\_\_\_\_. 2.\_\_\_\_.

Test Item 76



1. \_\_\_\_\_.

Test Item 78



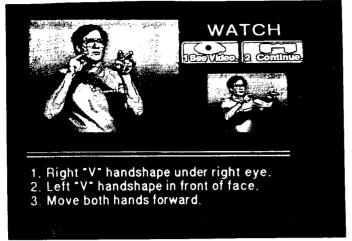
1. \_\_\_\_\_. 2.\_\_\_\_.

Test Item 80



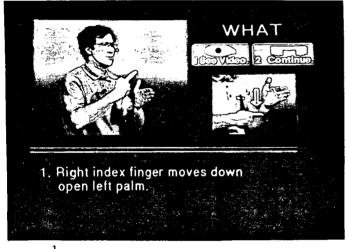
1-14

Test Item 81

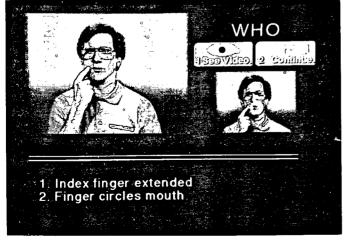


1. \_\_\_\_\_. 2.\_\_\_\_. 3.\_\_\_\_.

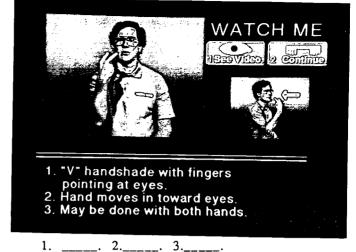
Test Item 83



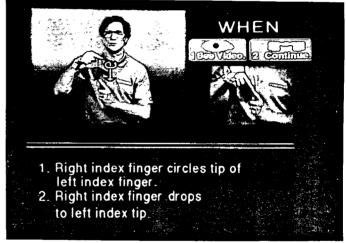
Test Item 85



Test Item 82

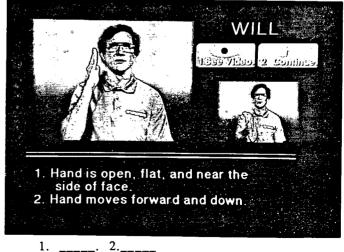


Test Item 84



1. \_\_\_\_\_. 2.\_\_\_\_.

Test Item 86



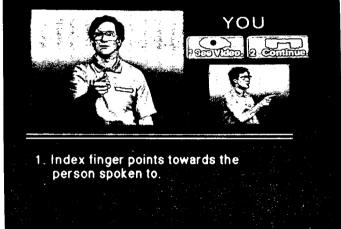


WOULD

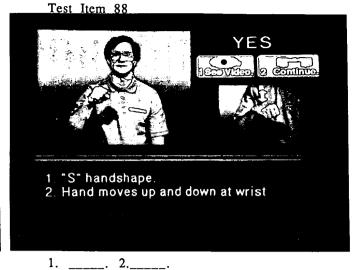
1 "W" handshape at side of face.
2 Hand moves forward and down while changing to a "D" handshape.

1. \_\_\_\_\_. 2.\_\_\_\_.

Test Item 89

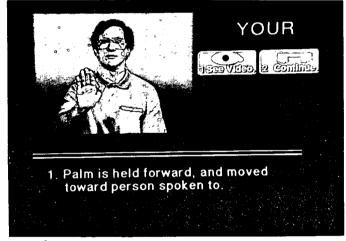


1. \_\_\_\_\_.



\_\_\_\_

Test Item 90

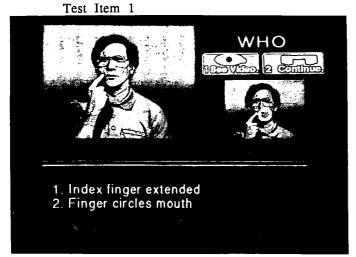


l. \_\_\_\_

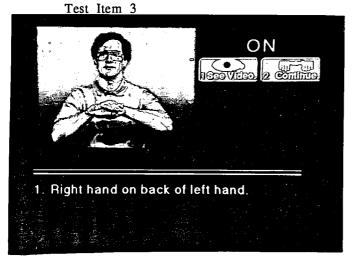


36

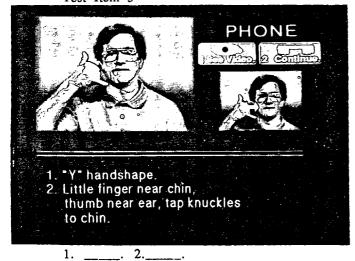
**HOME** Who is on the phone?



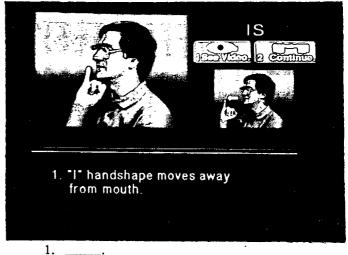
1. \_\_\_\_. 2.\_\_\_.



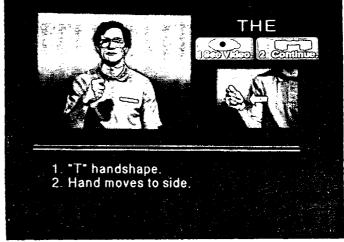
Test Item 5



Test Item 2



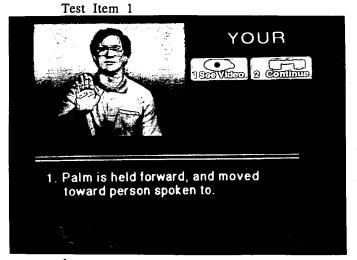
Test Item 4



1. \_\_\_\_.2. \_\_\_\_.



**HOME** Your teacher is on the TDD.



Test Item 3

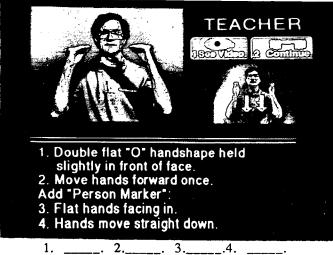


Test Item 5

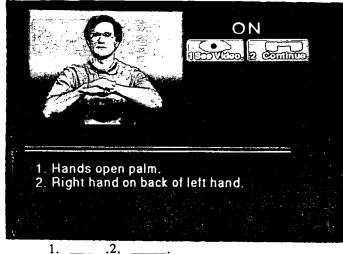


1. \_\_\_\_\_. 2.\_\_\_\_.

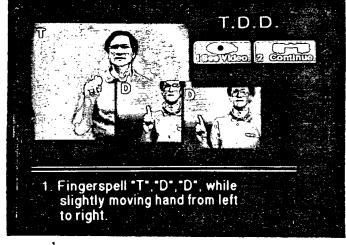
Test Item 2



Test Item 4



Test Item 6





HOME When is dinner?

WHEN

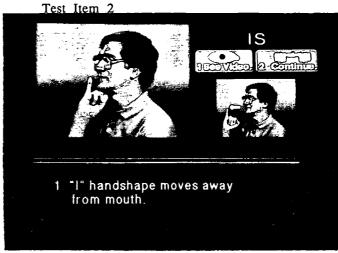
1. Right index finger circles tip of left index finger.

2. Right index finger drops to left index tip.

1. \_\_\_\_\_. 2.\_\_\_\_.



1. \_\_\_\_\_.

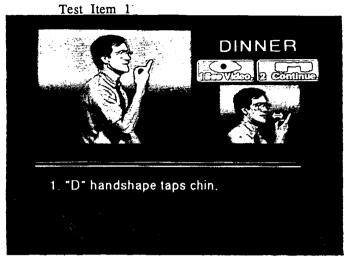


1

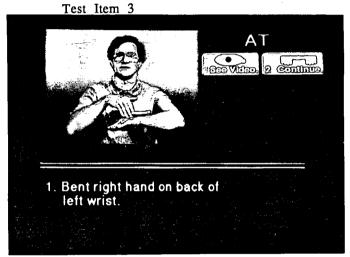
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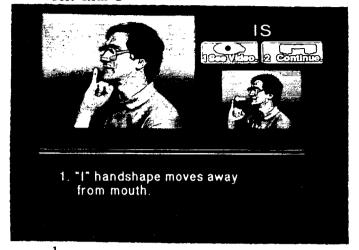
HOME Dinner is at 5:00.



1. \_\_\_\_.



Test Item 2



Test Item 4



1



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**HOME** Are you hungry?

ARE

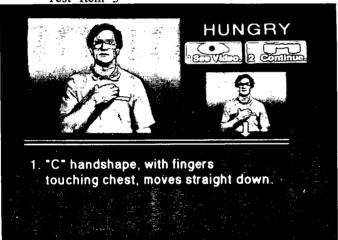
1. "R" handshape moves away from mouth.

YOU

1. Index finger points towards the person spoken to.

1. \_\_\_\_\_.

Test Item 3



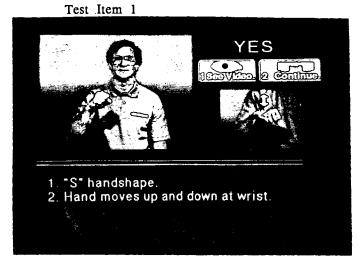
1

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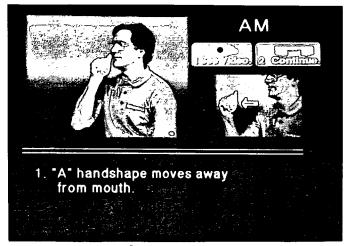
41

ERIC

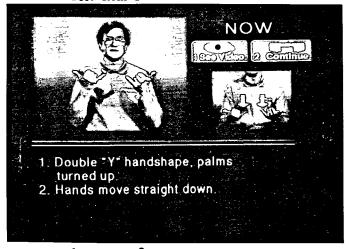
HOME Yes. I am hungry now.



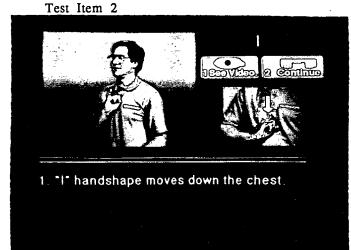
1. \_\_\_\_. 2.\_\_\_. Test Item 3



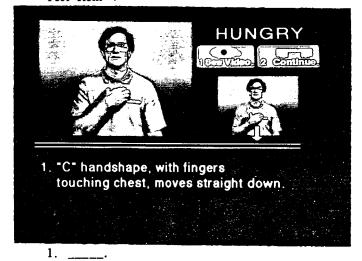
1. \_\_\_\_. 2. \_\_\_.
Test Item 5



1. \_\_\_\_\_. 2. \_\_\_\_\_.

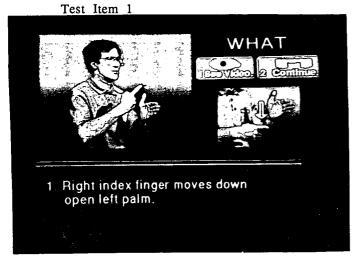


Test Item 4

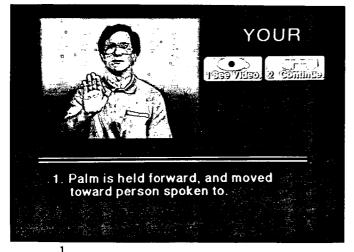


1. \_\_\_\_. 2. \_\_\_\_.

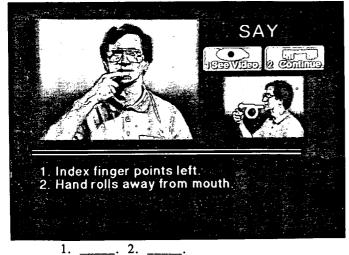
**HOME** What did your teacher say?



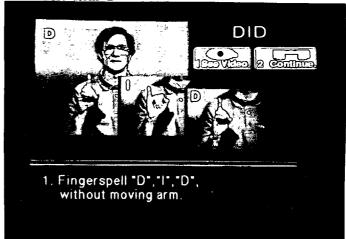
Test Item 3



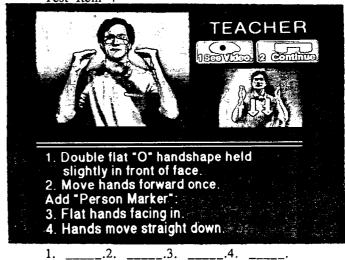
Test Item 5



Test Item 2



1. \_\_\_\_. Test Item 4



43

HOME

I am presenting my project tommorow.

Test Item 1



1. \_\_\_\_\_. 2.\_\_\_\_. Test Item 3



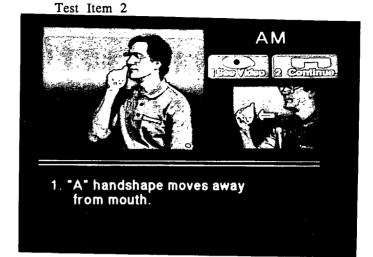
- palms facing up.
  2. Arms extend up and forward.

To add "-ing":
3. "I" handshape sweeps out to side with a flick of the wrist.

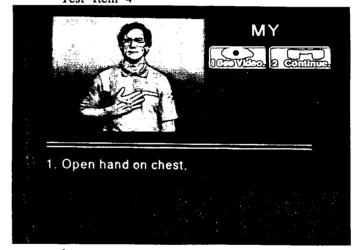
1. \_\_\_\_\_.2. \_\_\_\_\_.3. \_\_\_\_\_. Test Item 5



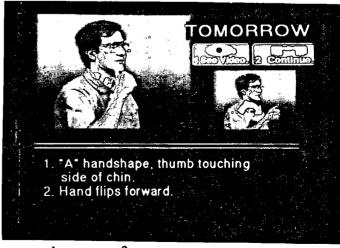
1. \_\_\_\_\_. 2.\_\_\_\_.3. . .



Test Item 4



Test Item 6

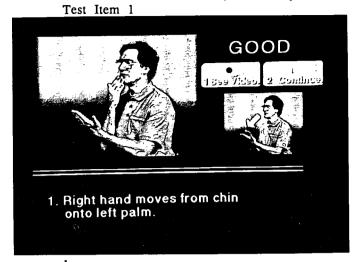


1. \_\_\_\_\_\_.

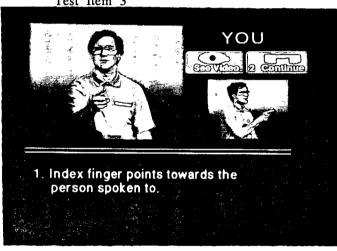
1,4



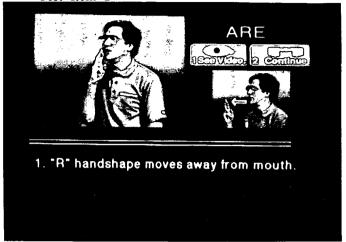
**HOME** Good. Are you ready?



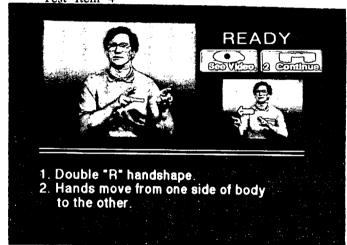
Test Item 3



Test Item 2



Test Item 4



1. \_\_\_\_\_.2. \_\_\_\_\_.

RIC

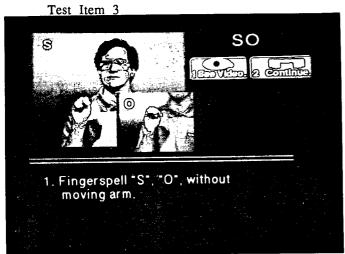
HOME I hope so.

Test Item 1

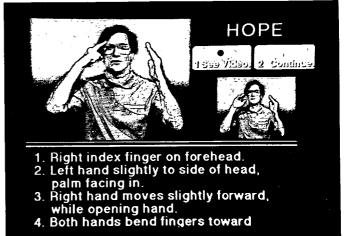
| Continue | 2 | Contin

1. \_\_\_\_\_. 2.\_\_\_\_.

1. \_\_\_\_\_.



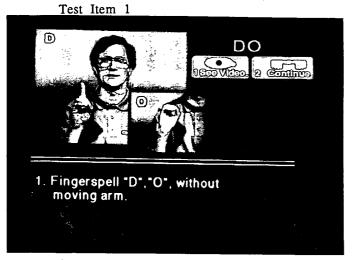
Test Item 2



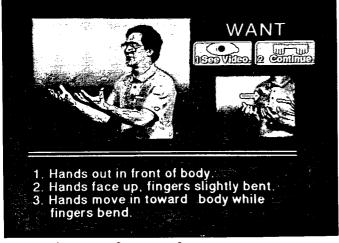
1. \_\_\_\_\_. 2.\_\_\_\_. 3.\_\_\_\_.4. \_\_\_\_.



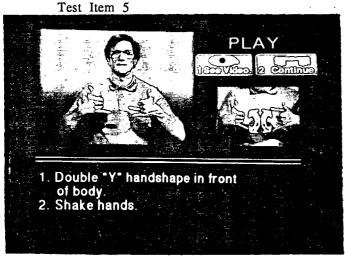
# PLAY Do you want to play?



Test Item 3

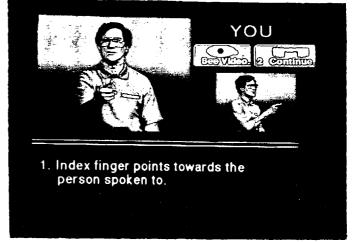


1. \_\_\_\_.3. \_\_\_\_.

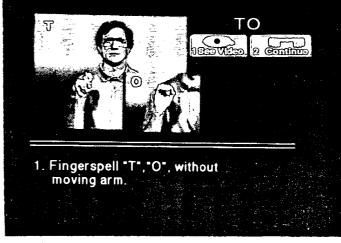


1. \_\_\_\_\_.2. \_\_\_\_\_.

Test Item 2



Test Item 4



1



47 1-27

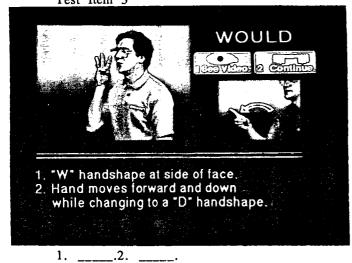
PLAY Yes. I would thank you.

Test Item 1

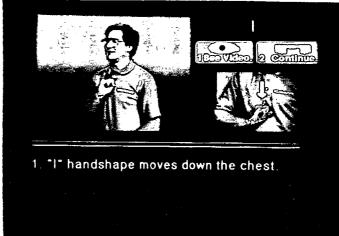
YES

1 "S" handshape
2 Hand moves up and down at wrist.

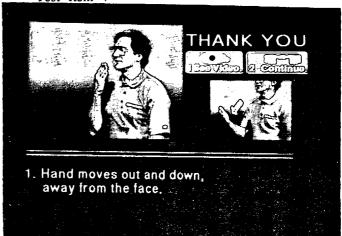
1. \_\_\_\_. 2.\_\_\_. Test Item 3



Test Item 2

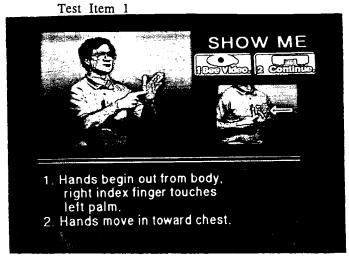


Test Item 4

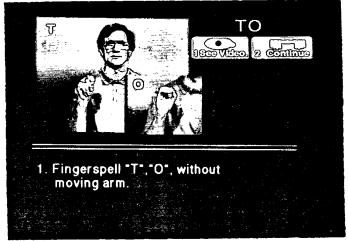


1. \_\_\_\_\_.

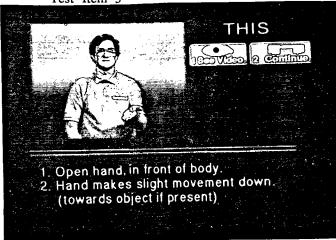
PLAY Show me how to use this.



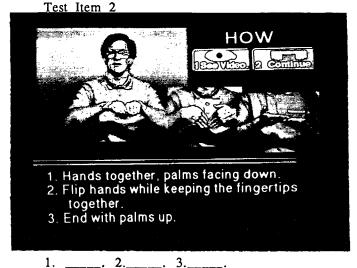
1. \_\_\_\_. 2.\_\_\_.
Test Item 3

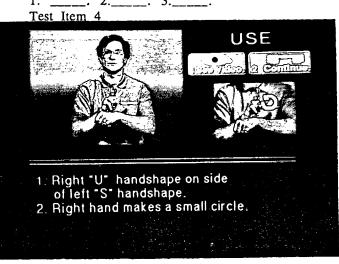


Test Item 5



1. \_\_\_\_\_.2. \_\_\_\_\_.





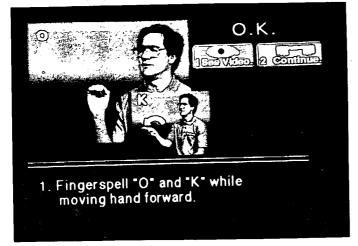
1. \_\_\_\_\_.2. \_\_\_\_\_.

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ERIC

PLAY O. K. Watch me.

Test Item 1

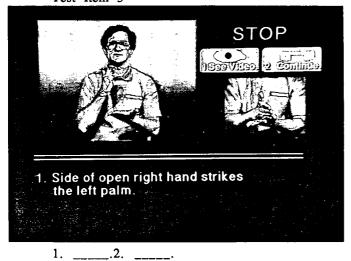


1. "V" handshapde with fingers pointing at eyes.
2. Hand moves in toward eyes.
3. May be done with both hands.

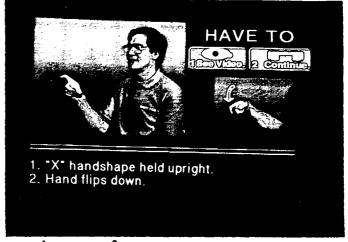
1. \_\_\_\_\_. 2.\_\_\_\_. 3.\_\_\_\_.

PLAY I have to stop. now.

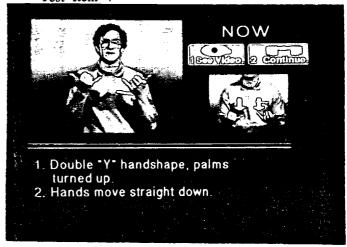
Test Item 3



Test Item 2



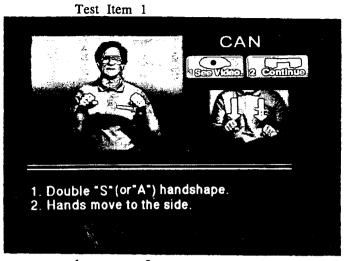
1. \_\_\_\_. 2.\_\_\_. Test Item 4



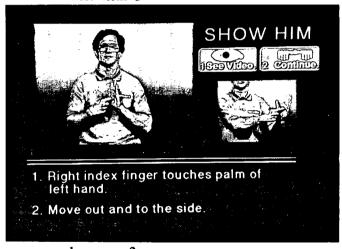
1. \_\_\_\_\_.2. \_\_\_\_\_.



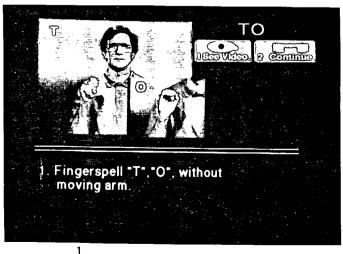
#### **PLAY** Can you show him how to play?



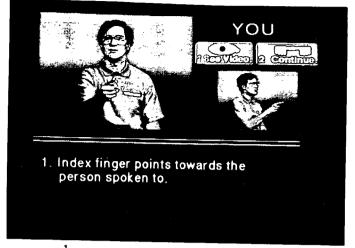
1. \_\_\_\_\_. 2.\_\_\_\_. Test Item 3



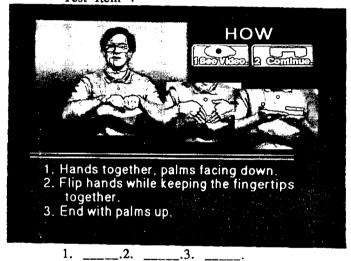
Test Item 5



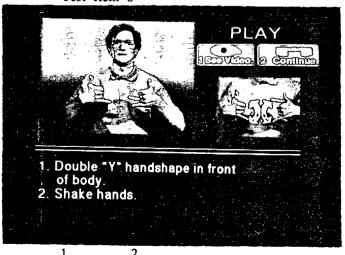
Test Item 2



Test Item 4



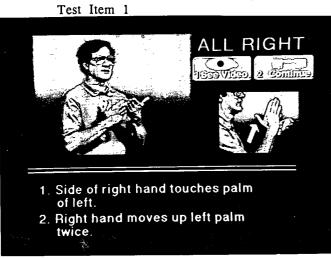
Test Item 6



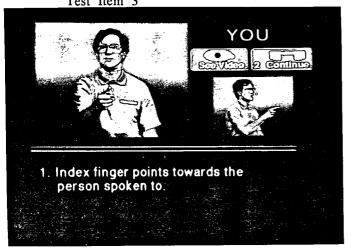
1. \_\_\_\_\_. 2.\_\_\_\_.



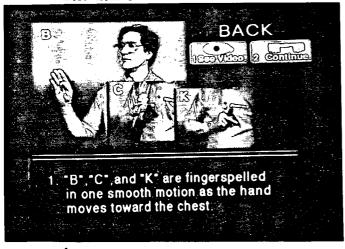
PLAY All right. Will you come back?



1. \_\_\_\_. 2.\_\_\_. Test Item 3

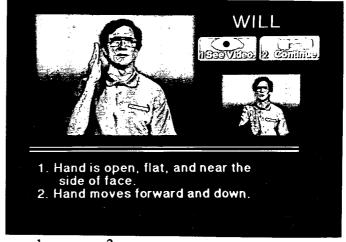


Test Item 5



l. \_\_\_\_

Test Item 2



1. \_\_\_\_. 2.\_\_\_.
Test Item 4



1. \_\_\_\_\_.2. \_\_\_\_\_.



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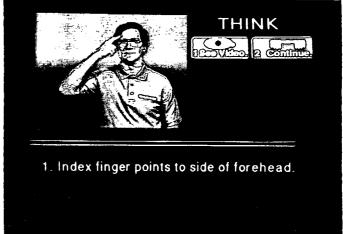
1 - 3 3

PLAY I think so.

Test Item 1

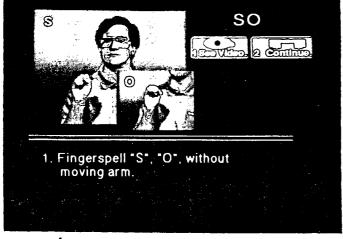
1. "I" handshape moves down the chest.

Test Item 2



1. \_\_\_\_\_.



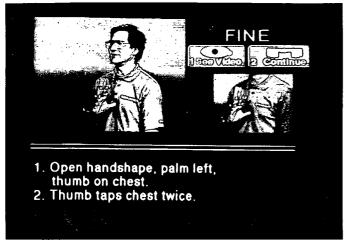


1.

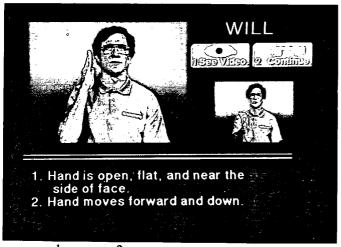


PLAY Fine. I will see you later.

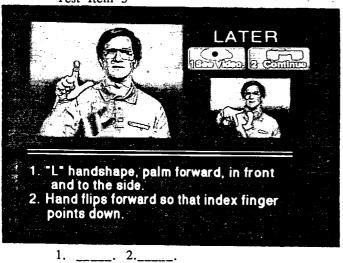
Test Item 1



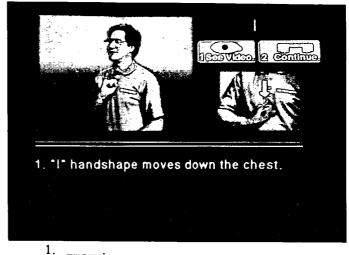
1. \_\_\_\_. 2.\_\_\_. Test Item 3



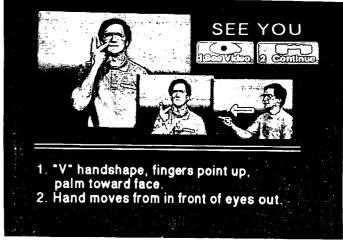
1. \_\_\_\_.2. \_\_\_\_. Test Item 5



Test Item 2



Test Item 4

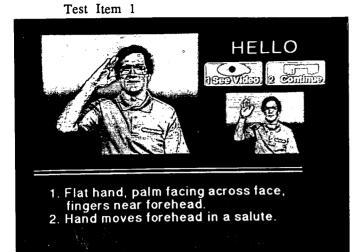


1. \_\_\_\_\_.2. \_\_\_\_\_.

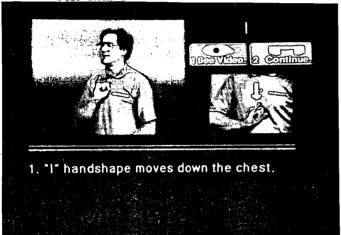


**55** 1-35

MEDICAL Hello. May I help you?



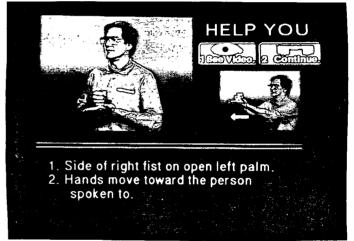
1. \_\_\_\_. 2.\_\_\_.
Test Item 3



Double "M" handshapes fingers pointing forward.
 Hands move straight down.

Test Item 2

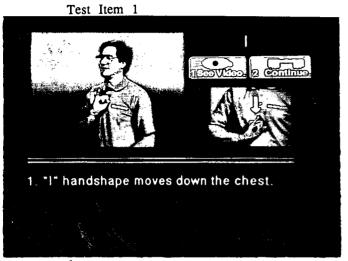
1. \_\_\_\_. 2.\_\_\_.
Test Item 4



MAY

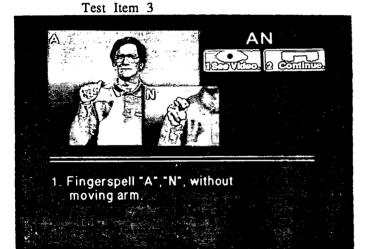
1. \_\_\_\_\_.2. \_\_\_\_\_.

#### **MEDICAL** I have an appointment to see the doctor. Test Item 2

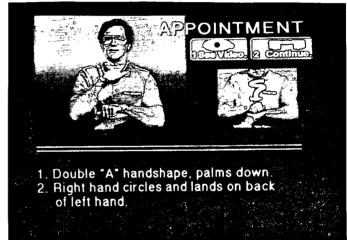


**HAVE** 

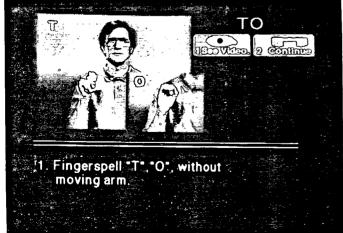
- Hands are slightly curved so that fingertips face chest.
   Touch chest with fingertips.



1. \_\_\_\_\_. 2.\_\_\_\_. Test Item 4

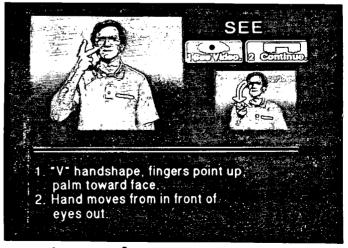


Test Item 5



1. \_\_\_\_\_.

1. \_\_\_\_\_.2. \_\_\_\_\_. Test Item 6

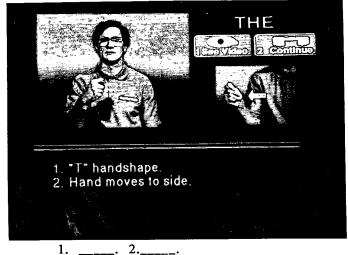


1. \_\_\_\_\_. 2.\_\_\_\_.

<u>MEDICAL</u>

I have an appointment to see the doctor.

Test Item 7





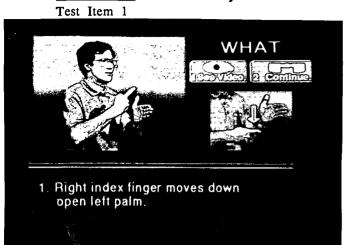
1. \_\_\_\_\_. 2.\_\_\_\_.

Test Item 8

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# **MEDICAL**

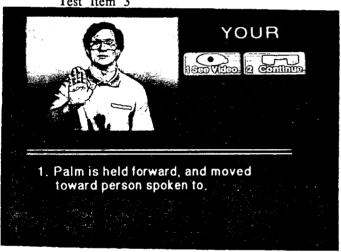
What is your name?



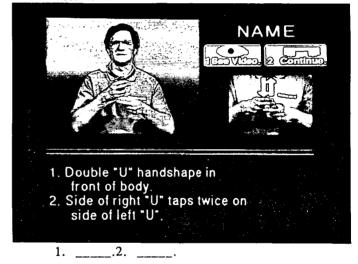
Test Item 2



Test Item 3

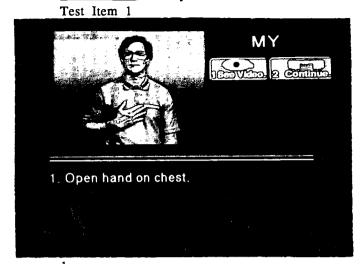


Test Item 4

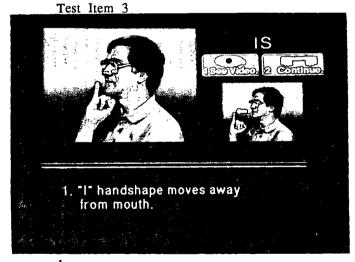




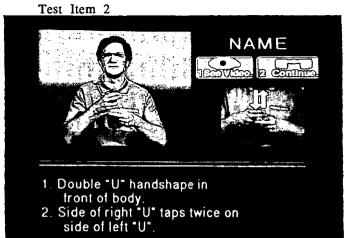
 $\underline{\mathsf{MEDICAL}} \qquad \mathsf{My} \ \mathsf{name} \ \mathsf{is} \ \mathsf{Linda}.$ 



1. \_\_\_\_.



1. \_\_\_\_.



1. \_\_\_\_. 2.\_\_\_.
Test Item 4



1. \_\_\_\_\_.

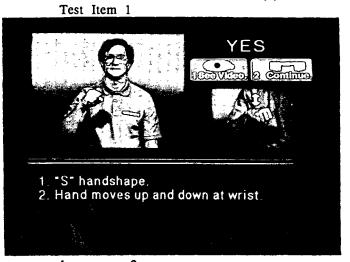


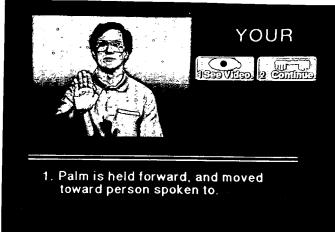
Test Item 2

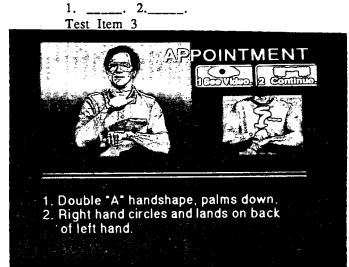
1. \_\_\_

Test Item 6

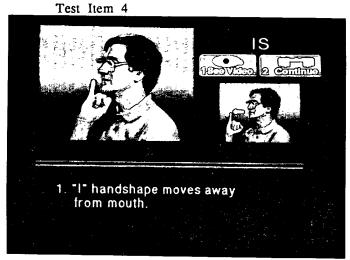
MEDICAL Yes. Your appointment is at 2:00.

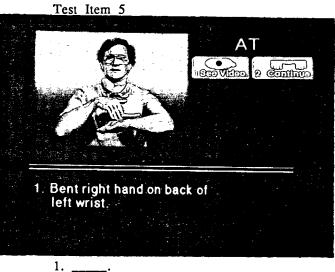


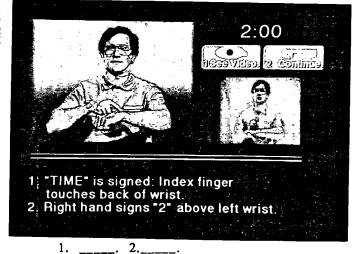




1. \_\_\_\_. 2. \_\_\_\_.



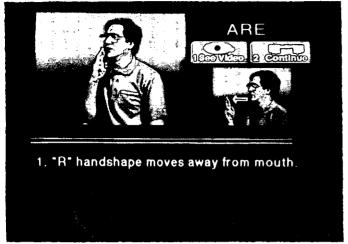




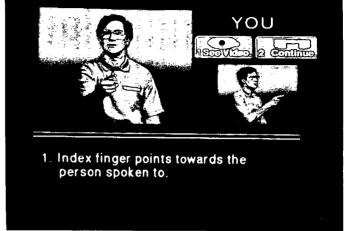
**MEDICAL** 

Are you hurt?

Test Item 1

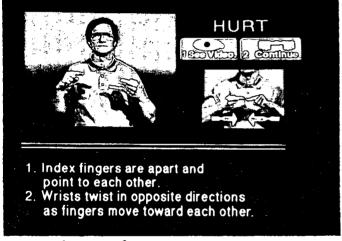


Test Item 2



1. \_\_\_\_\_.

Test Item 3

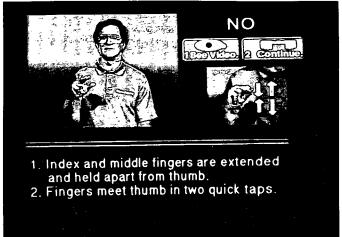


1. \_\_\_\_\_.2. \_\_\_\_\_.

#### **MEDICAL**

No. I'm sick. My throat hurts.

Test Item 1



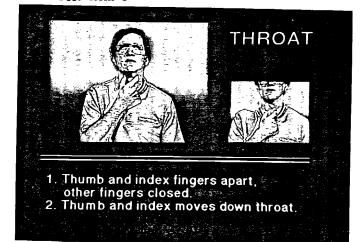
1. \_\_\_\_. 2.\_\_\_.



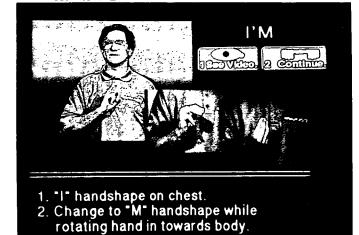


1. \_\_\_\_.2. \_\_\_\_. Test Item 5

1. \_\_\_\_\_. 2.\_\_\_\_\_.

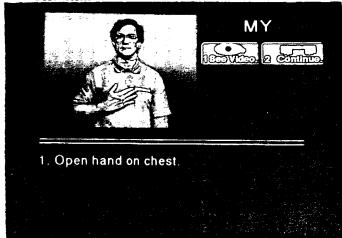


Test Item 2

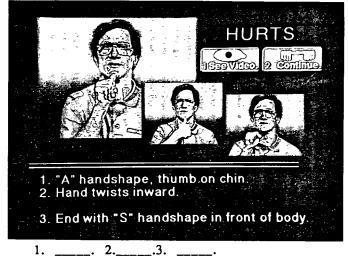


1. \_\_\_\_\_. 2.\_\_\_\_.

Test Item 4



Test Item 6



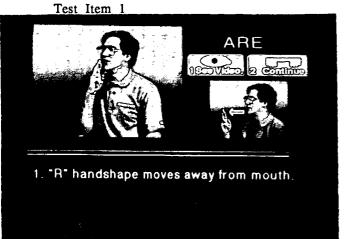


63

1-44

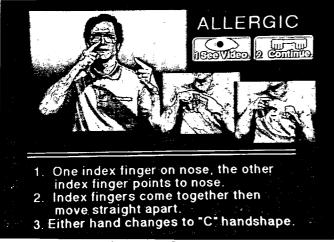
# **MEDICAL**

Are you allergic to any medicine?



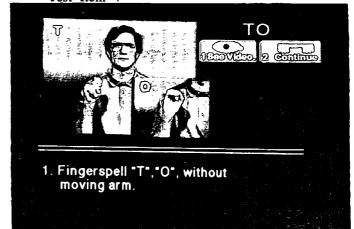
YOU 1. Index finger points towards the person spoken to.

Test Item 3

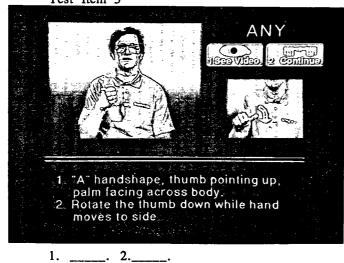


Test Item 4

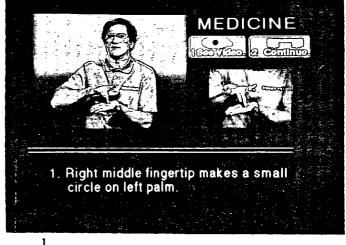
Test Item 2



1. \_\_\_\_\_.2. \_\_ Test Item 5



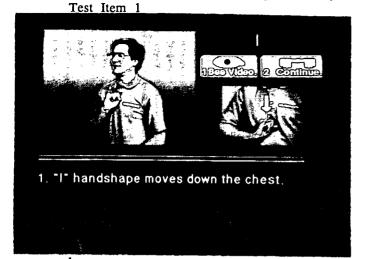
Test Item 6





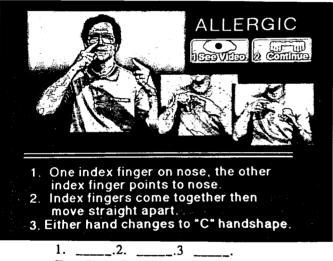
# **MEDICAL**

I am allergic to aspirin.

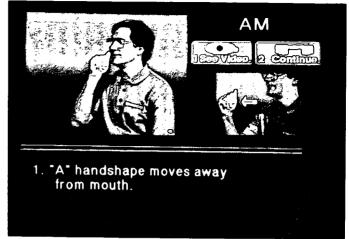


Test Item 3

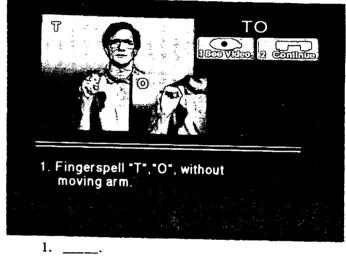
Test Item 5



**ASPIRIN** 1. Sign "PILL".
2. Fingerspell "A", "S", "P", "I", "R", "I", "N", without moving arm. Test Item 2



Test Item 4





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1. \_\_\_\_\_. 2.\_\_\_\_.

**MEDICAL** 

Please have a seat. You will be next.

Test Item 1

PLEASE

1. Open right palm circles heart on the chest.

1. F

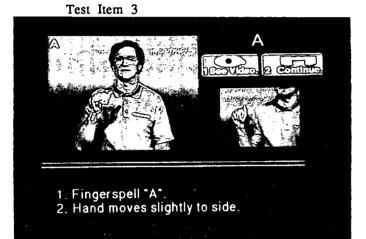
HAVE

- 1. Hands are slightly curved so that fingertips face chest.
- 2. Touch chest with fingertips.

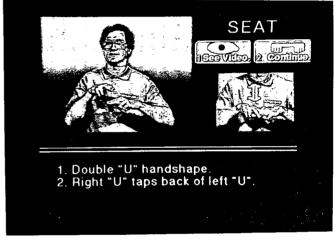
1. \_\_\_\_\_. 2.\_\_\_\_.

Test Item 4

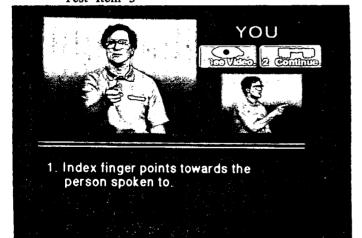
Test Item 2



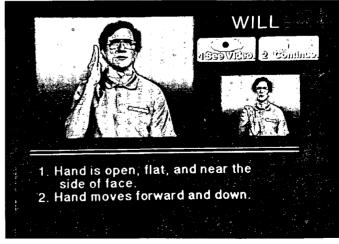
1. \_\_\_\_.2. \_\_\_. Test Item 5



1. \_\_\_\_\_.2. \_\_\_\_ Test Item 6



1. \_\_\_\_. 2.\_\_\_.



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ERIC

Test Item 8

MEDICAL

Please have a seat. You will be next.

Test Item 7

BE
18:evice 2 commune

1 "B" handshape moves away
from mouth.

NEXT

1. "L" handshape, palm forward.

2. Hand moves forward and in.

3. End with thumb pointing towards person spoken to.

1. \_\_\_\_.

1. \_\_\_\_\_. 2.\_\_\_\_.3. \_\_\_\_\_.





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Office of Educational Research and Improvement (OERI) Educational Resources Information Center (ERIC)



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